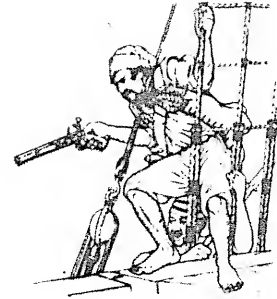




## ADVENTURE ● ADVENTURE ● ADVENTURE



Congratulations. You have purchased one of the most challenging and innovative games available for your personal computer. This is not the average computer game in which you shoot at, chase, or get chased by something, master the game within an hour, and then lose interest. In fact, it may take you more than an hour to score at all, and will probably take days or weeks of playing to get a good score. (There is a provision for saving a game in progress on tape.)

This game was inspired by the huge Adventure game which has appeared on large mainframe computers the last several years. But there are important differences. Not only will ADVENTURE fit into a relatively small computer, but the 'interpreter' is designed so that different Adventures can be created by changing the data base. So look for more Adventures in the future. . . .

In playing the game, you wander thru various 'rooms' (locations), manipulating the objects there to try to find 'treasures'. You may have to defeat a wild animal to get one treasure, or figure out how to get another treasure out of a quicksand bog. You communicate thru two-word commands such as 'GO WEST,' 'CLIMB TREE,' 'THROW AXE,' 'LOOK AROUND'.

Playing ADVENTURE requires logic, ingenuity, and patience. A few hints might be in order for the novice:

As you go in search of treasures, be inquisitive, look at and try to use the objects you see, usually most objects must be used to get a perfect score (100%). You are allowed to take a limited number of objects with you from location to location.

There can be more than 30 locations, so if you find yourself wandering around in circles in only a few rooms, note that the phrase 'some exits' implies that some rooms have other exits. But you won't find them until you do the right things to the right objects.

If you're completely stuck, typing HELP will give several different hints, depending on where you are and maybe even on what you're carrying.

You might want to draw a map—but note that some of the paths may be one-way.

Most important, think, try things, use your imagination, and have fun.

\*To load your Adventure tape on TRS-80 Level II 16K.

- 1) Power up system
- 2) Put tape in player and rewind
- 3) Volume around 4 — 5
- 4) Type: SYSTEM
- 5) Type: ADVENT
- 6) The tape should now load with a blinking \* in the upper right corner on CRT. If you get a 'C' or the \* does not appear then rewind tape, set volume to a notch higher and go back to step 1.
- 7) Type: /

\*Note — if at anytime an "Adventure" tape fails to load properly, return to: Adventure, Box 3435, Longwood, FL 32750 for free replacement.